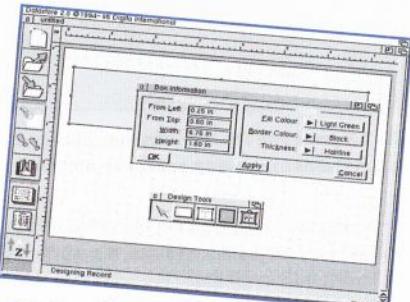


Amiga Shopper special offers

Subscribers to Amiga Shopper can save £15 off this excellent database package from Digma International.



Datastore 2

Datastore 2 is one of the Amiga's leading commercial database programs. Coming from the Digma stable, you know its a thoroughbred. When we reviewed it in AS60, Nick Veitch awarded it 84% and said "Searching is one of the things that

Save
£15!

Datastore has always been able to do proficiently, and quickly. The support of wildcards is very useful too... it does have an easy to use interface and is very flexible in terms of display modes and so on. It is simple and straightforward and it shouldn't take more than an hour or so to get the hang of it."

Sounds good? Well, here's your chance to get it for the incredible price of only £34.99, saving £15 off the RRP.



Amiga Shopper order form

AS63

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Product	Order code	RRP	Offer price
Datastore 2	AMFDD2	£49.99	£34.99 (P&P included)

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The essential magazine for Amiga enthusiasts

AMIGA SHOPPER

Issue 63 June 1996

Subscription Letter



It's been a busy month and no mistake. Yes, Amiga Shopper is now under my guidance, but that's not been the most exciting development the Amiga world has seen over the last four weeks.

By the time you read this, the new prototype of the Amiga will have been sighted on our shores, probably by many of you, at its UK debut at the World of Amiga show. Lightwave 4, eagerly awaited by 3D users, has finally arrived and you can read our review this issue.

And speaking of the issue, I think you'll be rather pleased with what we've got. Graphics users can see what we thought of the animation capabilities of all the packages, both 2D and 3D as well as pick up some handy hints and tips on how to produce your best work. Video enthusiasts can get stuck into our feature all about video and the Amiga at every level. Word fanatics can make real use of the exclusive Wordworth 5TD on the main Coverdisk and read our review of the new SE version.

As subscribers though, you've got even more than ordinary readers to get stuck into. The Subs disk this month is packed with programs that you'll love and also has an animation submitted by one of our readers (whose letter has disappeared, but thank you whoever you are!) for you to see how simple a good animation can be.

And finally we've got another exclusive offer for subscribers which can save you £15 off Digma's Datastore 2. Turn to the back page for details.

We hope that you agree that this is yet another excellent issue of Amiga Shopper and we'd love to hear from you if you do. If you don't, well, let us know why not and if it's within our power, we'll do something about it.

Until next month, enjoy...

David Taylor
Deputy Editor

See back page for special offers

Subscribers

David Taylor is your guide for another special subscriber's disk, packed to perfection with a host of new, useful utilities to enhance your Amiga experience.

Some people have been saying that the Amiga's Shareware scene is diminishing and that there's isn't much new stuff appearing. Which would explain why I have trouble fitting all the new stuff on my 1Gb drive to test it out. If anything, the quality of releases is on the up and as ever, the AS Subs disk is here to furnish you with as much as possible. Let's get started...

DB 3.2

This program has been growing for quite some time and we reviewed version 3 in AS60. Since then some of the restrictions have been removed, although the program is still Shareware. DB 3.2 is a database program that can be changed by you for use in a number of ways. You can use it for normal text databases or to interface with players and use it for pictures and sounds. The program is very easy to use and comes with examples and extremely detailed

documentation. As you can see from the picture below, it allows you to use your Amiga to store any data you want.

FileMorph

Whenever you use a file manager, you do tend to find that while it's fine for single actions, it becomes a bind if you want to perform repetitive tasks with multiple steps to lots of files. FileMorph is the answer. It allows you to perform several operations through a set of steps. The whole process is accessed through any easy to use GUI.

ZShell 2.9

The Amiga's shell is a rather excellent way to interface with your computer, but despite being into its third release, it lacks a lot of features that people have always considered necessary. There are various solutions, like the clipboard enhancer on this month's Coverdisk, and through the use



- **DB 3.2**
- **FileMorph**
- **Zshell 2.9**
- **Animation**
- **Biganim**
- **FastMath Libs**
- **ScreenTab**
- **MUI WBPattern**
- **CowCopy**

of replacement commands. ZShell is a step further along the line and acts as a full replacement for your CLI offering many more features while retaining transparent access to the original C commands. This means that if a command is not built-in to ZShell, (like archivers, for example), it will check the C drawer and use the command from there if available.

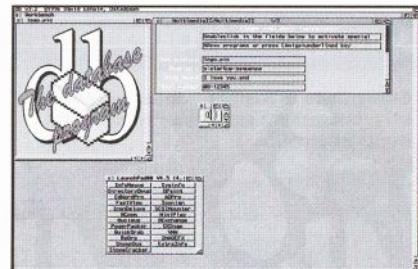
Animation

This month our main feature is about animation. We're covering the packages available, but also trying to give you some guidance and help towards producing your own animations. On the Coverdisk, you can find an IFF containing the key frames for a 2D figure animation. Here you can also find a full spinning globe animation, which you can view in any compatible package (or you can use the Biganim utility included on this disk). Obviously, there are limits to the amount of data we can put onto a floppy, but you'll be pleased to know that we have been able to obtain some space on the Cover CD of sister mag Amiga Format issue 85. On there, you'll find many more of the animations and tutorial matter. Cool.

Biganim

The best utility around for displaying animations is Biganim. It can play back animations directly from disk and uses a buffer system to get the best playback possible. The details are given the docs, but

You'll find
a complete
animation
of the
globe on
this
month's
disk.



DB 3.2 gives you the features that you need in a database including access to pictures.

at its simplest, it's "biganim filename". When you do play an animation back, it's worth watching it through more than once as the first pass is used to sort the buffer out and subsequent passes will be smoother.

FastMath Libs

These are the replacement libraries which we talked about in last month's PD section. They offer impressive speed-ups, although the maths libraries are used so briefly that you might not notice. Check out the benchmarks for the proof.

Extra! Extra!

Also included on the disk is **ScreenTab**, which is a useful utility that allows you to use a hotkey to swap through screens. Very PC. **MUI WBPattern** is another solution to the poor WBPattern program supplied with the Amiga. It requires MUI to run, but offers a variety of options for sprucing up your display. **CowCopy** is a new copy command that has a variety of options for copying, deleting and renaming files in one go. Have fun, see yo next time. ■

Installation

To install your Subscribers disk, you can boot it; but you'll have to have your main Coverdisks at hand because the Subscribers disk needs a few files from them. If you have a hard drive, you can install everything from the three disks by loading Workbench and using the script on the first Coverdisk. Remember that after installing the disks, you may still need to install individual programs from their drawers.